Background

My audio narrative is called “Beach Conversation.” The goal of my project is to create an atmosphere for the listeners and transport them to the beach. I wanted to incorporate a story of reflection and progression into my project and the narrative was designed to provide that story for my project.

I have never used Audacity before and have only used very basic audio editing software before this project. Creating a story like this was entirely new to me and I found the project to be a great experience. I had fun playing around with the different settings in Audacity and particularly enjoyed playing with the envelope tool.

I found several aspects of this project challenging. I have never attempted something like this before and found that what I wanted to create was much harder to transcribe from my brain to the program. I chose an environment that I could not produce on my own and had to rely on sounds that were available. Finding an appropriate sea gull sound was much more challenging than I had anticipated. Most of the recordings available had gulls with ocean sounds or busy streets and clashed with my vision for my project. I also found that having two characters provided even more unexpected challenges as the character was portrayed a bit differently than I had envisioned when I wrote the narrative.

Feedback

I was provided with feedback that suggested having the sounds of the gulls fade as they flew away. I took that advice and created a fading effect as the person walks away from the sea gulls. I couldn’t quite figure out how to make it seem like the birds flew away but found that leaving the sounds behind as the character walked away from the birds worked very well.

Baseline Requirements

I was able to meet all of the baseline requirements. My project is 3 minutes and 27 seconds long without the credits and thus falls into the appropriate play time of 1:30-4 minutes. I have change during my piece in several parts of my project including a change in scene as a character walks from the parked car to their friend on the beach. The project has a narrative that was recorded by me which meets the original recording requirement. The other sounds used meet the requirements for sound not recorded by me and I have a list of credits including the title, author, link and permissions for all of the sounds not recorded by me. I also have the permission from my voice actor on the recording and ensured that the recording directs listeners back to my github for full credit information. I have three layers of sound overlapping where the gull, steps and waves overlap. I have also met all of the deadlines and requirements provided for this project including a playable .mp3 file of my project.

Aspirational Requirements

To meet the aspirational requirements, I chose to control the volume of the birds and the sounds of walking to signal distance. This emphasizes that there is movement, and someone is walking away from the birds in the parking lot and away from the listener at the end of the piece. I attempted to use panning to create a sense of space by adjusting the sounds of the gulls towards the left to show that the person is getting out of the car, but I don’t think that I achieved that goal successfully for this project. I used effects and tools that were new to me as all of Audacity was new to me before this project. I have also included a text transcript of my audio file.